

## **AMENDMENTS TO THE CLAIMS**

This listing of claims will replace all prior versions, and listings, of claims in the application:

### **Listing of Claims:**

Claim 1 (currently amended): A gaming device comprising:

at least one input device configured to receive an input of a wager;  
a display device operable to display:

(i) a plurality of locations including a first location, wherein the plurality of said locations form a path;

(ii) at least one symbol adapted to make a plurality of moves to a plurality of the locations; and

(iii) at least one setback condition associated with at least one of the locations along the path;

~~a display device operable to display said symbol and the locations; and~~  
a processor; and

at least one memory device which stores a plurality of instructions executable by the processor to cause the processor to operate with said at least one input device and said display device, for each play of a game, operable with the display device to:

(a) cause the symbol to move to at least one location along the path toward the first location,

(b) relocate the symbol to one of the locations along the path further from the first location if the symbol moves to the location associated with the setback condition,

(c) repeat (a) to (b) until the symbol moves to the first location, and

(d) provide a player an award based on the number of locations the symbol is moved to before the symbol moves to the first location.

Claim 2 (currently amended): The gaming device of Claim 1, wherein the display device is operable to display ~~which includes~~ at least one advance condition associated with at least one of said locations along the path.

Claim 3 (currently amended): The gaming device of Claim 2, wherein when executed by the processor, said plurality of instructions cause said processor is operable to relocate the symbol to one of the locations along the path toward the first location if the symbol moves to the location associated with the advance condition.

Claim 4 (currently amended): The gaming device of Claim 1, wherein the display device is operable to display ~~which includes~~ a plurality of setback conditions associated with a plurality of the locations along the path.

Claim 5 (currently amended): A gaming device comprising:

- a game operable upon a wager by a player;
- a plurality of locations, which includes a first location, wherein the plurality of said locations form a path;
- at least one symbol adapted to make a plurality of moves to a plurality of the locations;
- at least one setback condition associated with at least one of the locations along the path; and
- a triggering event associated with said game, wherein after ~~the~~each occurrence of said triggering event:
  - (a) the symbol is moved to at least one location along the path toward the first location,
  - (b) the symbol is relocated to one of the locations along the path further from the first location if the symbol moves to the location associated with the setback condition,
  - (c) (a) to (b) are repeated until the symbol movement terminates when the symbol is moved to the first location, and
  - (d) the player is provided an award based on the number of locations the symbol is moved to before the symbol moves to the first location.

Claim 6 (currently amended): The gaming device of Claim 5, which includes at least one advance condition associated with at least one of the locations along the path.

Claim 7 (original): The gaming device of Claim 6, wherein the symbol is relocated to one of the locations toward the first location if the symbol moves to the location associated with the advance condition.

Claim 8 (original): The gaming device of Claim 5, which includes a plurality of setback conditions associated with a plurality of the locations along the path.

Claim 9 (currently amended): A gaming device comprising:

at least one input device configured to receive an input of a wager;

a display device operable to display;

(i) a plurality of locations including a first location, wherein the plurality of said locations form a path;

(ii) a plurality of awards associated with a plurality of said locations;

(iii) at least one symbol adapted to make a plurality of moves to a plurality of the locations; and

(iv) at least one setback condition associated with at least one of the locations along the path;

a display device operable to display said symbol and the locations; and

a processor; and

at least one memory device which stores a plurality of instructions executable by the processor to cause the processor to operate with said at least one input device and said display device, for each play of a game, operable with the display device to:

(a) cause the symbol to move to at least one location along the path toward the first location,

(b) provide a player any award associated with the location of the symbol,

(c) relocate the symbol to one of the locations along the path further from the first location if the symbol moves to the location associated with the setback condition, and

(d) repeat (a) to (c) until the symbol moves to the first location.

Claim 10 (currently amended): The gaming device of Claim 9, wherein when executed by the processor, said plurality of instructions cause the processor to be operable to provide the player at least one award based on the number of locations the symbol is moved to.

Claim 11 (currently amended): The gaming device of Claim 9, wherein when executed by the processor, said plurality of instructions cause the processor is operable to provide the player at least one award based on the number of different locations the symbol is moved to.

Claim 12 (currently amended): The gaming device of Claim 9, wherein the display device is operable to display which~~includes~~ at least one advance condition associated with at least one of said locations along the path.

Claim 13 (currently amended): The gaming device of Claim 12, wherein when executed by the processor, said plurality of instructions cause said processor is~~operable~~ to relocate the symbol to one of the locations toward the first location if the symbol moves to the location associated with the advance condition.

Claim 14 (currently amended): The gaming device of Claim 9, wherein the display device is operable to display which~~includes~~ a plurality of setback conditions associated with a plurality of the locations along the path.

Claim 15 (currently amended): A gaming device comprising:

- a primary game operable upon a wager by a player;
- a plurality of locations including a first location, wherein the plurality of said locations form a path;
- a plurality of awards associated with a plurality of said locations along the path;
- at least one symbol adapted to make a plurality of moves to a plurality of the locations;
- at least one setback condition associated with at least one of the locations along the path; and
- a triggering event associated with said primary game, wherein after the each occurrence of said triggering event:
  - (a) the symbol is moved to at least one location along the path toward the first location,
  - (b) the player is provided any award associated with the location of the symbol,
  - (c) the symbol is relocated to one of the locations along the path further from the first location if the symbol moves to the location associated with the setback condition, and
  - (d) (a) to (c) are repeated until the symbol movement terminates when the symbol is moved to the first location.

Claim 16 (original): The gaming device of Claim 15, wherein at least one award is provided to the player based on the number of locations the symbol is moved to.

Claim 17 (original): The gaming device of Claim 15, wherein at least one award is provided to the player based on the number of different locations the symbol is moved to.

Claim 18 (original): The gaming device of Claim 15, which includes at least one advance condition associated with at least one location along the path.

Claim 19 (original): The gaming device of Claim 18, wherein the symbol is relocated to one of the locations toward the first location if the symbol moves to the location associated with the advance condition.

Claim 20 (original): The gaming device of Claim 15, which includes a plurality of setback conditions associated with a plurality of the locations along the path.

Claim 21 (currently amended): A gaming device comprising:

at least one input device configured to receive an input of a wager;  
a display device operable to display:

(i) \_\_\_\_\_ a plurality of locations including a first location, wherein the plurality of said locations form a path;<sub>i</sub>

(ii) \_\_\_\_\_ a plurality of awards associated with a plurality of locations along the path;<sub>i</sub>

(iii) \_\_\_\_\_ at least one symbol adapted to make a plurality of moves to a plurality of the locations;<sub>i</sub> and

(iv) \_\_\_\_\_ at least one setback condition associated with at least one of the locations along the path;

a display device operable to display said symbol and the locations; and  
a processor; and

\_\_\_\_\_ at least one memory device which stores a plurality of instructions executable by the processor to cause the processor to operate with said at least one input device and said display device, for each play of a game, operable with the display device to:

(a) cause the symbol to move to at least one location along the path toward the first location,

(b) relocate the symbol to one of the locations along the path further from the first location if the symbol moves to the location associated with the setback condition,

(c) repeat (a) to (b) until the symbol moves to the first location, and

(d) provide a player a total award based on any award associated with any of the locations the symbol is moved to and the number of locations the symbol is moved to before the symbol moves to the first location.

Claim 22 (currently amended): The gaming device of Claim 21, wherein the display device is operable to display which includes at least one advance condition associated with at least one of said locations along the path.



Claim 23 (currently amended): The gaming device of Claim 22, wherein when executed by the processor, said plurality of instructions cause said processor is operable to relocate the symbol to one of the locations along the path toward the first location if the symbol moves to the location associated with the advance condition.

Claim 24 (currently amended): The gaming device of Claim 21, wherein the display device is operable to display ~~which includes a plurality of setback conditions~~ associated with a plurality of said locations along the path.

Claim 25 (currently amended): A gaming device comprising:

- a game operable upon a wager by a player;
- a plurality of locations, which includes a first location, wherein the plurality of said locations form a path;
- a plurality of awards associated with a plurality of said locations along the path;
- at least one symbol adapted to make a plurality of moves to a plurality of the locations;
- at least one setback condition associated with at least one of the locations along the path; and
- a triggering event associated with said game, wherein after ~~the~~ each occurrence of said triggering event:
  - (a) the symbol is moved to at least one location along the path toward the first location,
  - (b) the symbol is relocated to one of the locations along the path further from the first location if the symbol moves to the location associated with the setback condition,
  - (c) (a) to (b) are repeated until the symbol movement terminates when the symbol is moved to the first location, and
  - (d) the player is provided a total award based on any award associated with any of the locations the symbol is moved to and the number of locations the symbol is moved to before the symbol moves to the first location.

Claim 26 (original): The gaming device of Claim 25, which includes at least one advance condition associated with at least one of the locations along the path.

Claim 27 (original): The gaming device of Claim 26, wherein the symbol is relocated to one of the locations toward the first location if the symbol moves to the location associated with the advance condition.

Claim 28 (original): The gaming device of Claim 25, which includes a plurality of setback conditions associated with a plurality of the locations along the path.

Claim 29 (currently amended): A gaming device comprising:

at least one input device configured to receive an input of a wager;  
a display device operable to display:

(i) a first location;

(ii) a second location;

(iii) a plurality of locations including a plurality of designated locations which form a path between said first location and said second location;

(iv) at least one symbol adapted to make a plurality of moves to a plurality of the locations, and;

(v) at least one setback condition associated with at least one designated location along the path;  
a display device operable to display said symbol and the locations; and  
a processor; and

at least one memory device which stores a plurality of instructions executable by the processor to cause the processor to operate with said at least one input device and said display device, for each play of a game, operable with the display device to:

(a) cause the symbol to move to different designated locations along the path from the first location toward the second location,

(b) relocate the symbol to one of the designated locations along the path toward the first location and further from the second location if the symbol moves to the designated location associated with the setback condition,

(c) repeat (a) to (b) until the symbol moves to one of the locations that is not between the first location and the second location, and

(d) provide a player an award based on the number of designated locations the symbol is moved to before the symbol moves to one of the locations that is not between the first location and the second location.

Claim 30 (cancelled).

Claim 31 (currently amended): The gaming device of Claim 29, wherein the display device is operable to display ~~which includes~~ at least one advance condition associated with at least one of said designated locations along the path.

Claim 32 (currently amended): The gaming device of Claim 31, wherein when executed by the processor, said plurality of instructions cause said processor is operable to relocate the symbol to one of the locations toward the second location and further from the first location if the symbol moves to the designated location associated with the advance condition.

Claim 33 (currently amended): The gaming device of Claim 29, wherein the display device is operable to display ~~which includes~~ a plurality of setback conditions associated with a plurality of said designated locations along the path.

Claim 34 (currently amended): A gaming device comprising:

- a primary game operable upon a wager by a player;
- a first location;
- a second location;
- a plurality of locations, wherein a plurality of said locations are designated locations which form a path between said first location and said second location;
- at least one symbol adapted to make a plurality of moves to a plurality of the locations;
- at least one setback condition associated with at least one designated location along the path; and
- a triggering event associated with said primary game, wherein after the each occurrence of said triggering event the symbol is moved from the first location to one of the designated locations along the path toward the second location, the symbol is relocated to one of the designated locations along the path toward the first location and further from the second location if the symbol moves to the designated location associated with the setback condition, the symbol is moved to another one of the locations toward the second location and further from the first location wherein the movement of the symbol terminates if the symbol is moved to one of the locations that is not between the first location and the second location, and the player is provided an award based on the number of designated locations the symbol is moved to before the symbol moves to one of the locations that is not between the first location and the second location.

Claim 35 (previously presented): The gaming device of Claim 34, which includes at least one advance condition associated with at least one designated location along the path.

Claim 36 (previously presented): The gaming device of Claim 35, wherein the symbol is relocated to one of the locations toward the second location and further from the first location if the symbol moves to the designated location associated with the advance condition.

Claim 37 (previously presented): The gaming device of Claim 34, which includes a plurality of setback conditions associated with a plurality of the designated locations along the path.

Claim 38 (currently amended): A gaming device comprising:

at least one input device configured to receive an input of a wager;

a display device operable to display:

(i) a first location;

(ii) a second location;

(iii) a plurality of locations, wherein a plurality of said locations are designated locations which form a path between said first location and said second location;

(iv) a plurality of awards associated with a plurality of said designated locations along the path;

(v) at least one symbol adapted to make a plurality of moves to a plurality of the locations; and

(vi) at least one setback condition associated with at least one designated location along the path;

a display device operable to display said symbol and the locations; and a processor; and

at least one memory device which stores a plurality of instructions executable by the processor to cause the processor to operate with said at least one input device and said display device, for each play of a game, operable with the display device to:

(a) cause the symbol to move to different designated locations along the path from the first location toward the second location,

(b) provide a player any award associated with the location of the symbol,

(c) relocate the symbol to one of the designated locations along the path toward the first location and further from the second location if the symbol moves to the designated location associated with the setback condition, and

(d) repeat (a) to (c) until the symbol moves to one of the locations that is not between the first location and the second location.

Claim 39 (currently amended): The gaming device of Claim 38, wherein when executed by the processor, said plurality of instructions cause the processor is operable to provide the player at least one award based on the number of locations the symbol is moved to.

Claim 40 (currently amended): The gaming device of Claim 38, wherein when executed by the processor, said plurality of instructions cause the processor is operable to provide the player at least one award based on the number of different locations the symbol is moved to.

Claim 41 (cancelled).

Claim 42 (currently amended): The gaming device of Claim 38, wherein the display device is operable to display which includes at least one advance condition associated with at least one of said designated locations along the path.

Claim 43 (currently amended): The gaming device of Claim 42, wherein when executed by the processor, said plurality of instructions cause said processor is operable to relocate the symbol to one of the locations toward the second location and further from the first location if the symbol moves to the designated location associated with the advance condition.

Claim 44 (currently amended): The gaming device of Claim 38, wherein the display device is operable to display which includes a plurality of setback conditions associated with a plurality of said designated locations along the path.



Claim 45 (currently amended): A gaming device comprising:

- a primary game operable upon a wager by a player;
- a first location;
- a second location;
- a plurality of locations, wherein a plurality of said locations are designated locations which form a path between said first location and said second location;
- a plurality of awards associated with a plurality of said designated locations along the path;
- at least one symbol adapted to make a plurality of moves to a plurality of the locations;
- at least one setback condition associated with at least one designated location along the path; and
- a triggering event associated with said primary game, wherein after the each occurrence of said triggering event the symbol is moved along the path from the first location to one of the designated locations toward the second location, the player is provided any award associated with the location of the symbol, the symbol is relocated to one of the designated locations along the path toward the first location and further from the second location if the symbol moves to the designated location associated with the setback condition, and the symbol is moved to another one of the locations toward the second location and further from the first location wherein the movement of the symbol terminates if the symbol is moved to one of the locations that is not between the first location and the second location.

Claim 46 (original): The gaming device of Claim 45, wherein at least one award is provided to the player based on the number of locations the symbol is moved to.

Claim 47 (original): The gaming device of Claim 45, wherein at least one award is provided to the player based on the number of different locations the symbol is moved to.

Claim 48 (previously presented): The gaming device of Claim 45, which includes at least one advance condition associated with at least one designated location along the path.

Claim 49 (previously presented): The gaming device of Claim 48, wherein the symbol is relocated to one of the locations toward the second location and further from the first location if the symbol moves to the designated location associated with the advance condition.

Claim 50 (previously presented): The gaming device of Claim 45, which includes a plurality of setback conditions associated with a plurality of the designated locations along the path.

Claim 51 (currently amended): A method of operating a gaming device including at least one input device configured to receive an input of a wager, for each play of a game, said method comprising ~~the steps of~~:

(a) displaying a plurality of locations including a first location, wherein a plurality of said locations along a path are each associated with an award and at least one location is associated with a setback condition;

(b) determining movement of a player symbol along the path toward the first location;

(c) relocating said symbol from the first location if said setback condition is associated with the location of the player symbol;

(d) repeating steps (b) to (c) until the symbol is moved to the first location; and

(e) providing a player an award based on the number of locations the symbol is moved to before the symbol is moved to the first location.

Claim 52 (currently amended): The method of Claim 51, which includes ~~the step of~~ relocating the player symbol to one of the locations toward the first location if an advance condition is associated with the location of the player symbol.

Claim 53 (original): The method of Claim 51, which is operated through a data network.

Claim 54 (original): The method of Claim 53, wherein the data network includes an internet.

Claim 55 (currently amended): A method of operating a gaming device including at least one input device configured to receive an input of a wager, for each play of a game, said method comprising ~~the steps of~~:

- (a) displaying a plurality of locations including a first location, wherein a plurality of said locations along a path are each associated with an award and at least one location is associated with a setback condition;
- (b) determining movement of a player symbol along the path toward the first location;
- (c) providing a player any award associated with the location of the player symbol;
- (d) relocating said symbol further from the first location if said setback condition is associated with the location of the player symbol; and
- (e) repeating steps (b) to (d) until the symbol is moved to the first location.

Claim 56 (currently amended): The method of Claim 55, which includes ~~the step of~~ relocating the player symbol to one of the locations toward the first location if an advance condition is associated with the location of the player symbol.

Claim 57 (original): The method of Claim 55, which is operated through a data network.

Claim 58 (original): The method of Claim 57, wherein the data network includes an internet.

Claim 59 (currently amended): A method of operating a gaming device including at least one input device configured to receive an input of a wager, for each play of a game, said method comprising ~~the steps of~~:

(a) displaying a plurality of locations including a first location, wherein a plurality of said locations along a path are each associated with an award and at least one location is associated with a setback condition;

(b) determining movement of a player symbol along the path toward the first location;

(c) relocating said symbol further from the first location if said setback condition is associated with the location of the player symbol;

(d) repeating steps (b) to (c) until the symbol is moved to the first location; and

(e) providing a player an award based on any award associated with any of the locations the symbol is moved to and the number of locations the symbol is moved to before the symbol moves to the first location.

Claim 60 (currently amended): The method of Claim 59, which includes ~~the step of~~relocating the player symbol to one of the locations toward the first location if an advance condition is associated with the location of the player symbol.

Claim 61 (original): The method of Claim 59, which is operated through a data network.

Claim 62 (original): The method of Claim 61, wherein the data network includes an internet.

Claim 63 (currently amended): A method of operating a gaming device including at least one input device configured to receive an input of a wager, for each play of a game, said method comprising the steps of:

(a) displaying a first location, a second location and a plurality of locations along a path between said first location and said second location, wherein a plurality of said locations are each associated with an award and at least one location is associated with a setback condition;

(b) determining movement of a player symbol along the path from the first location and toward the second location;

(c) relocating said symbol toward the first location and further from the second location if said setback condition is associated with the location of the player symbol;

(d) repeating steps (b) to (c) until the symbol is moved to a locations that is not between the first location and the second location; and

(e) providing a player an award based on the number of locations the symbol is moved to before the symbol is moved to the location that is not between the first location and the second location.

Claim 64 (currently amended): The method of Claim 63, which includes the ~~step of~~relocating the player symbol to one of the locations toward the second location and further from the first location if an advance condition is associated with the location of the player symbol.

Claim 65 (original): The method of Claim 63, which is operated through a data network.

Claim 66 (original): The method of Claim 65, wherein the data network includes an internet.

Claim 67 (currently amended): A method of operating a gaming device including at least one input device configured to receive an input of a wager, for each play of a game, said method comprising the steps of:

(a) displaying a first location, a second location and a plurality of locations along a path between said first location and said second location, wherein a plurality of said locations are each associated with an award and at least one location is associated with a setback condition;

(b) determining movement of a player symbol along the path from the first location and toward the second location;

(c) providing a player any award associated with the location of the player symbol;

(d) relocating said symbol toward the first location and further from the second location if said setback condition is associated with the location of the player symbol; and

(e) repeating steps (b) to (d) until the symbol is moved to a location that is not between the first location and the second location.

Claim 68 (currently amended): The method of Claim 67, which includes ~~the step of~~relocating the player symbol to one of the locations toward the second location and further from the first location if an advance condition is associated with the location of the player symbol.

Claim 69 (original): The method of Claim 67, which is operated through a data network.

Claim 70 (original): The method of Claim 69, wherein the data network includes an internet.